

The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) A video game program for causing a computer to implement a video game which displays a character on a monitor, and in which ~~the~~ operation of the character ~~is~~ can be controlled, the video game program comprising:

a terminology storing function for storing running commentary terminology used while the video game is in progress;

a first running commentary function for performing play-by-play or commentary relating to the video game using the running commentary terminology;

a running commentary interrupting function for interrupting the process of the first running commentary function when specific events have occurred while the video game is in progress;

a second running commentary function for performing the play-by-play or the commentary relating to the specific events when the process of the running commentary interrupting function has been executed;

a running commentary returning function for causing a return from the process of the second running commentary function to the process of the first running commentary function; and

a running commentary continuing function for continuing causing the continuation of the play-by-play or the commentary or the process of by the first running commentary function which was interrupted by the running commentary interrupting function, when the process of the running commentary returning function has been executed.

2. (Currently Amended) The video game program recited in Claim 1, wherein the first running commentary function includes ~~comprises~~:
 - a first terminology selecting function for selecting the running commentary terminology stored in the terminology storing function,[[;]]
 - a first selected terminology storing function for storing the running commentary terminology selected by the first terminology selecting function,[[;]]
 - a first audio output function for converting the running commentary terminology to sound, and outputting the running commentary terminology stored in the first selected terminology storing function,[[;]] and
 - a first transmission function for transmitting the running commentary terminology from the first selected terminology storing function to the first audio output function.
3. (Currently Amended) The video game program recited in Claim 2, wherein the running commentary continuing function continues ~~causes the continuation of~~ the play-by-play or the commentary of the first running commentary function, based on the running commentary terminology stored in the first selected terminology storing function of the first running commentary function.
4. (Currently Amended) The video game program recited in Claim 1, wherein the running commentary interrupting function distinguishes the details of the specific events, and determines whether to interrupt the process of the first running commentary

function, and interrupts the process of the first running commentary function based on the determination.

5. (Currently Amended) The video game program recited in Claim 1, wherein the second running commentary function includes comprises:

a second terminology selecting function for selecting the running commentary terminology stored in the terminology storing function,[[;]]

a second selected terminology storing function for storing the running commentary terminology selected by the second terminology selecting function,[[;]]

a second audio output function for converting the running commentary terminology to sound and outputting the running commentary terminology stored in the second selected terminology storing function,[[;]] and

a second transmission function for transmitting the running commentary terminology from the second selected terminology storing function to the second audio output function.

6. (Currently Amended) The video game program recited in Claim 1, wherein various phrases corresponding to the contents of the play-by-play or the commentary are formed with the running commentary terminology, ~~according to the contents of the play-by-play or commentary, and~~

the phrases are collected as a phrase group, and the play-by-play or the commentary is performed with the phrases collected as the phrase group, in the first and second running commentary function.

7. (Currently Amended) The video game program recited in Claim 6, wherein attributes are set on established for the phrase group in the first and second running commentary function, and

it is determined whether to execute the process of the running commentary returning function based on the attributes, and

the process of the running commentary returning function is executed based on the determination.

8. (Currently Amended) A video game device which displays a character in a video game on a monitor and in which the operation of the character can be controlled, comprising:

terminology storing means for storing running commentary terminology used while the video game is in progress;

first running commentary means for performing play-by-play or commentary relating to the video game using the running commentary terminology;

running commentary interrupting means for interrupting the process of the first running commentary means when specific events have occurred while the video game is in progress;

second running commentary means for performing the play-by-play or the commentary relating to the specific events when the process of the running commentary interrupting means has been executed;

running commentary returning means for causing a return from the process of the second running commentary means to the process of the first running commentary means; and

running commentary continuing means for continuing causing the continuation of the play-by-play or the commentary of the process of the first running commentary means interrupted by the running commentary interrupting means, when the process of the running commentary returning means have been executed.

9. (Previously Presented) A video game method which displays a character in a video game on a monitor and in which the operation of the character can be controlled, comprising:

- (a) storing running commentary terminology used while the video game is in progress;
 - (b) performing play-by-play or commentary relating to the video game using the running commentary terminology;
 - (c) interrupting the step (b) when specific events have occurred while the video game is in progress;
 - (d) performing the play-by-play or the commentary relating to specific events when the step (c) has been executed;
 - (e) causing a return from the step (d) to the step (b); and
- continuing causing the continuation of the play-by-play or the commentary of the step (b) interrupted by the step (c), when the step (e) has been executed.

10. (New) A computer readable medium storing a computer program for a video game which displays a character on a monitor, the computer program comprising:

- code for storing running commentary terminology;
- code for performing a first commentary relating to the video game by using the running commentary terminology, when a first event occurs while the video game is in progress;
- code for interrupting the first commentary, when a second event occurs while the video game is in progress;
- code for performing a second commentary relating to the second events after interrupting the first commentary; and
- code for performing the first commentary from a point where the first commentary is interrupted, after the second commentary is finished.